

Editing NPC Visuals and Generating Matching Portraits

This tutorial will guide you through editing a character's appearance (Hope in this example) and generating a matching portrait.

Tools You'll Need

[Moonglasses - BG3 Extended Toolkit](#)

[BG3 Modders Multitool](#)

[BG3 Search Engine](#)

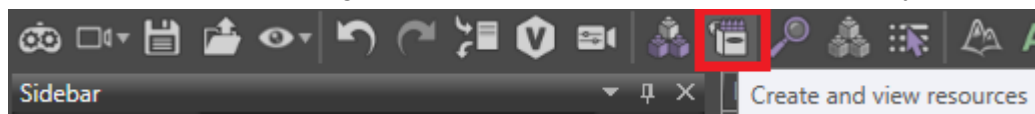
Optional

[Notepad++](#) or [Visual Studio Code](#)

Editing Character Visuals

First we want to find the **character visual resource** for Hope, and override it.

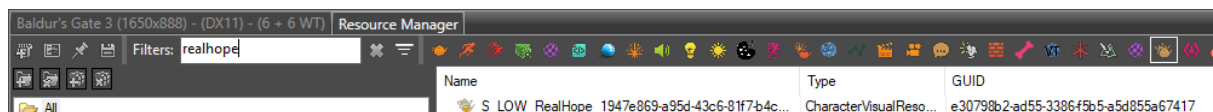
Open the Resource Manager via the button on the top bar (box of crayons).



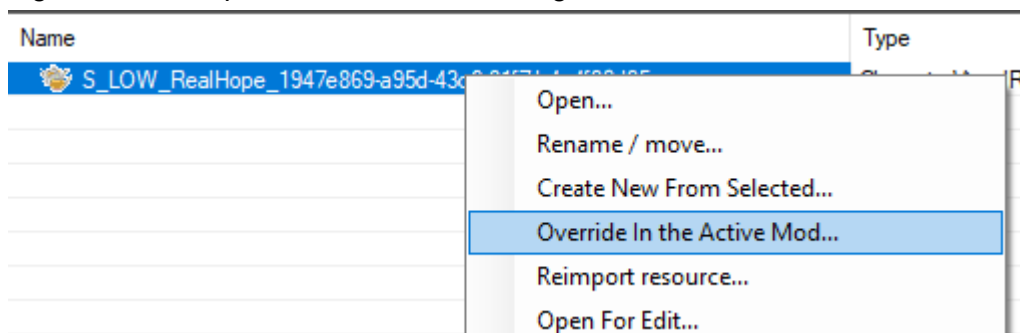
To filter out all other resources and only show character visuals, right click on the two teapots icon.



Search for Hope (realhope) in the search filter box.

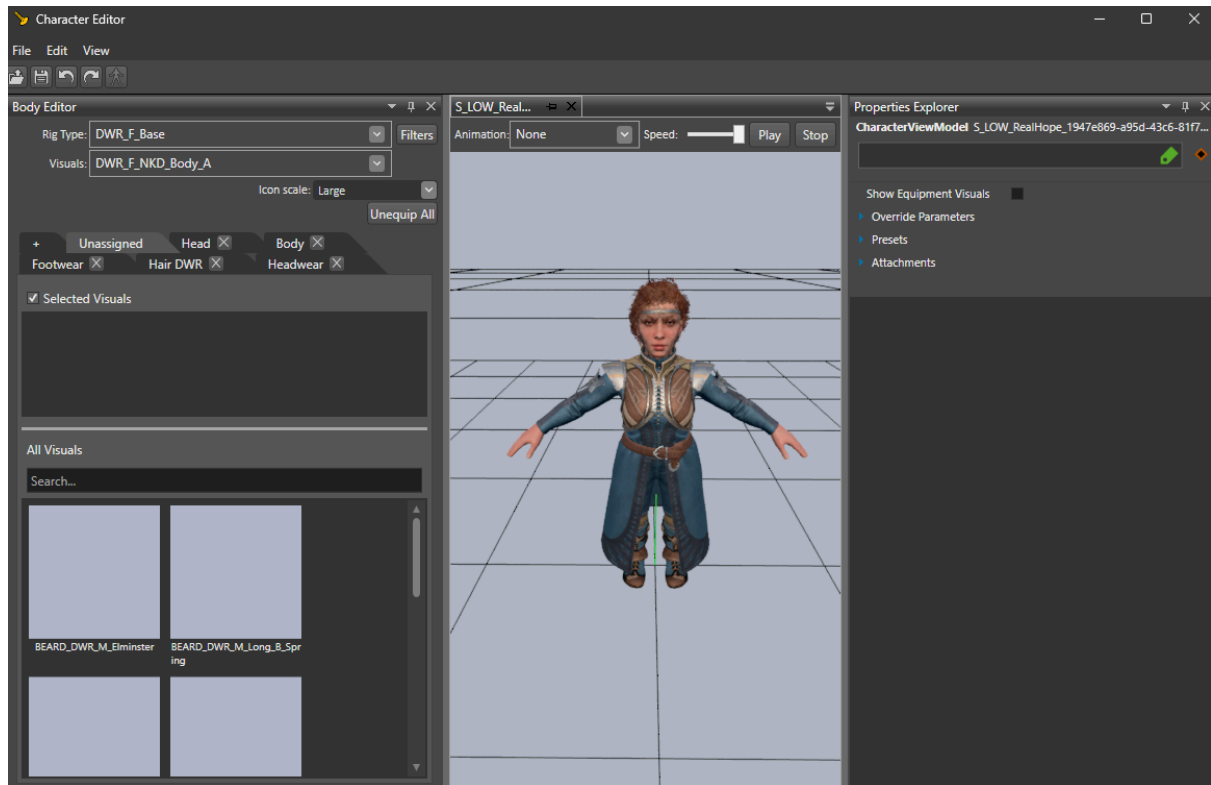


Right click on Hope in the Resource Manager, and select **Override in the Active Mod**.



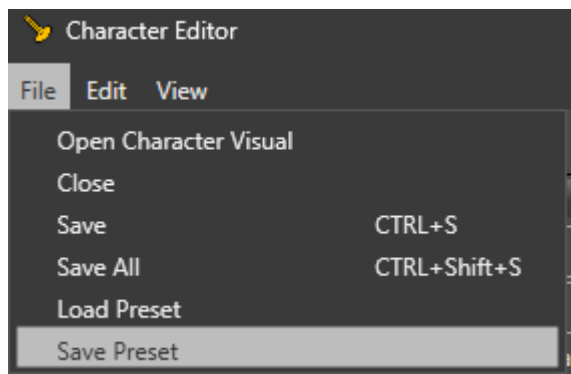
You will know a resource is overridden because the name will end in _000.

Double click on Hope's name, and the **Character Editor** will open in a new window. Make any changes you like and save.

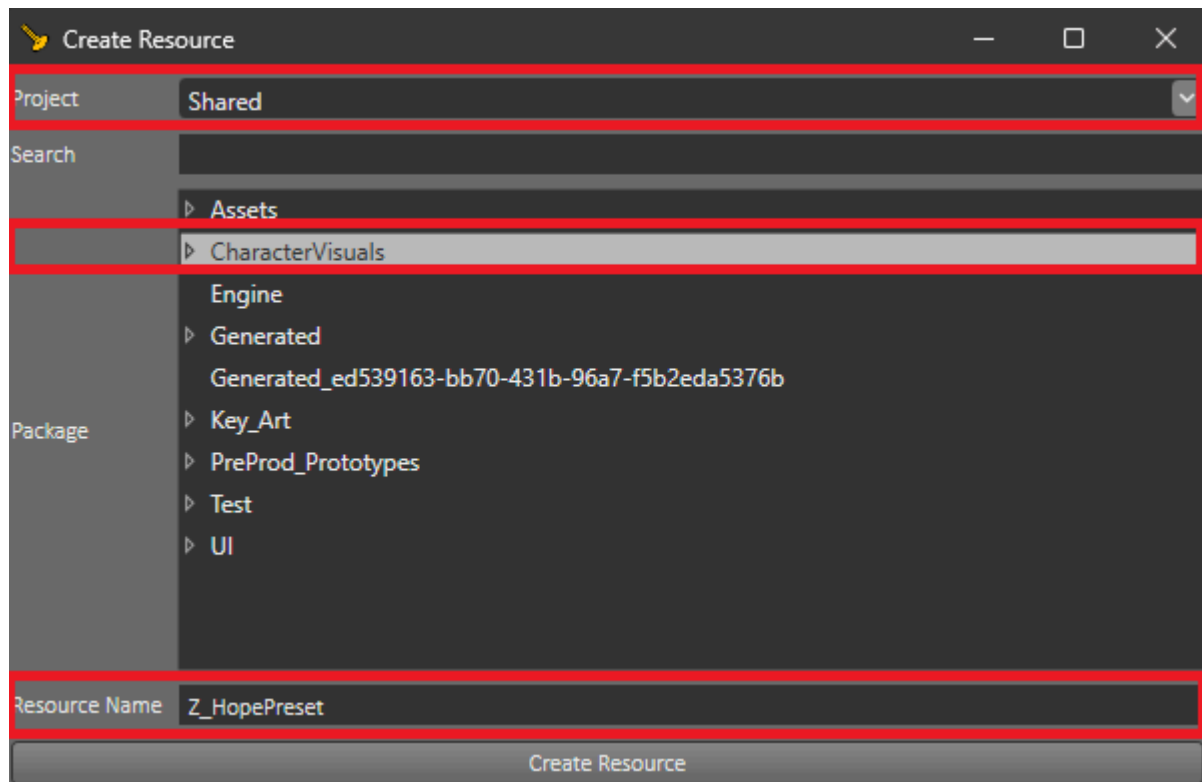


While we are in the character editor, we will save this character visual as a template (we will need it later).

Select File > Save Preset



I recommend saving the preset into the **Shared** project (this way your saved presets will be available to all your projects) and the **CharacterVisuals** package. Choose a resource name (I recommend using a prefix to help searching for it later), and click **Create Resource**.



The character visual part is now done, and the NPC will reflect the changes we have made in game. The portrait icon however, will still be the old vanilla portrait.

Generating a New Character Portrait Icon

First, we will gather some important information.

1. Hope's icon UUID.
2. Her parent Root Template

We will use the BG3 Search Engine <https://bg3.norbyte.dev/search> to find what we need.

S_LOW_RealHope Local Character 1947e869-a95d-43c6-81f7-b4c4f90d95ce

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<GameObjects>
  <AnubisConfigName>LOW_HouseOfHope_Hope</AnubisConfigName>
  <Archetype>mage</Archetype>
  <CanFight>False</CanFight>
  <CanJoinCombat>False</CanJoinCombat>
  <!-- S_LOW_RealHope_1947e869-a95d-43c6-81f7-b4c4f90d95ce -->
  <CharacterVisualResourceID>e30798b2-ad55-3386-f5b5-a5d855a67417</CharacterVisualResourceID>
  <!-- Hope -->
  <DisplayName>hc1cb14f1g1ccbg4771gae74g88d279785ed7;1</DisplayName>
  <Equipment />
  <Faction>1dfaf4ca-187c-4a62-7889-23afa65c9fce</Faction>
  <Flag>1</Flag>
  <Icon>e30798b2-ad55-3386-f5b5-a5d855a67417-_(Icon_Dwarf_Female)</Icon>
  <LevelName>CTY_Main_A</LevelName>
  <LevelOverride>10</LevelOverride>
  <!-- S_LOW_RealHope -->
  <MapKey>1947e869-a95d-43c6-81f7-b4c4f90d95ce</MapKey>
  <Name>S_LOW_RealHope</Name>
  <Stats>LOW Hope</Stats>
  <!-- Dwarves Female Hill Guard Caster -->

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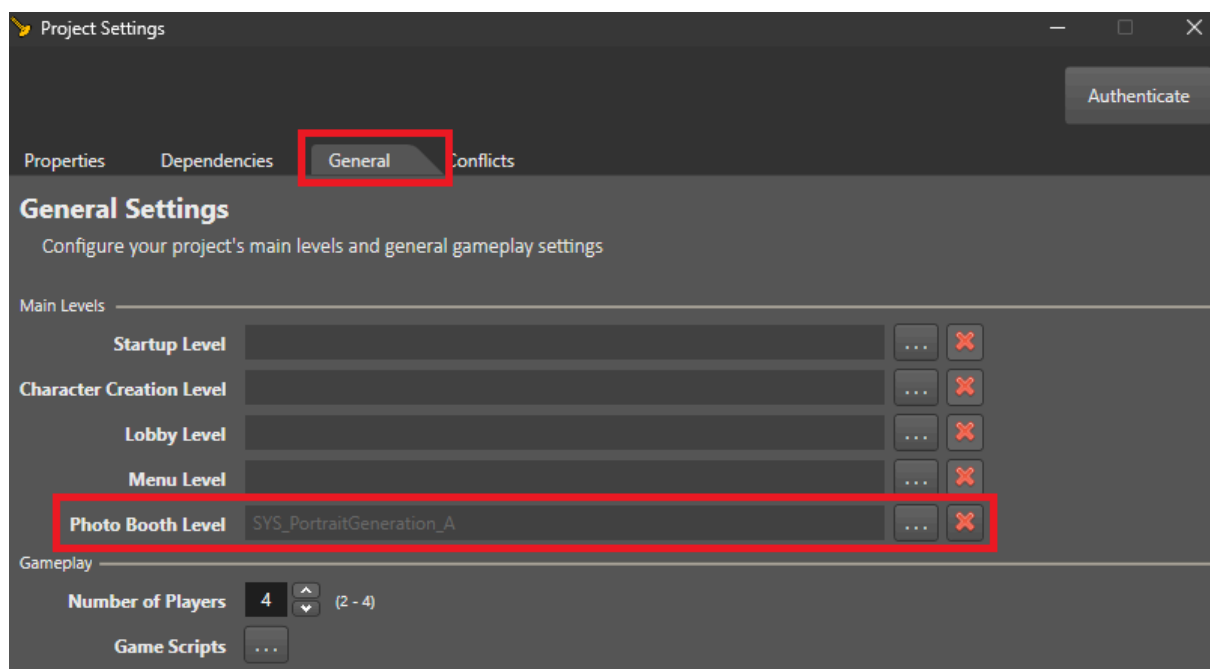
1. Hope's icon UUID:
e30798b2-ad55-3386-f5b5-a5d855a67417-_(Icon_Dwarf_Female)
2. Her parent Root Template: Dwarves_Female_Hill_Guard_Caster

Save this info, we will need it later.

Next, we will need to set a Photo Booth Level for our project.

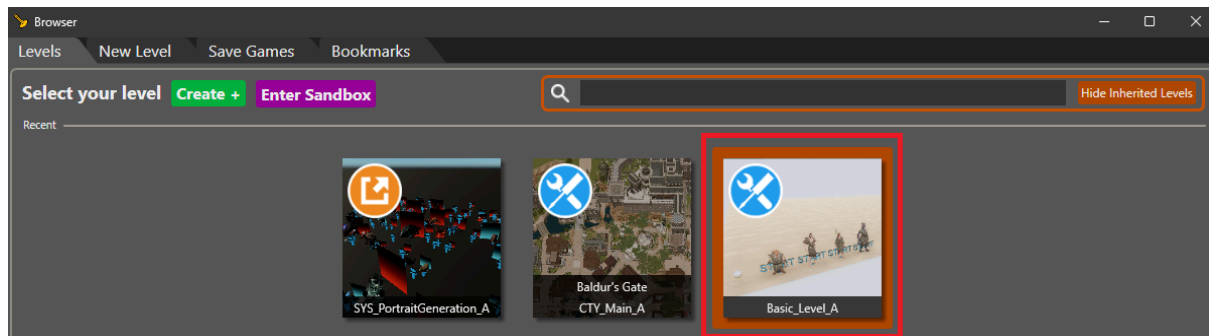
Select **Project > Project Settings** and then the **General** tab.

Click the ellipsis (...) next to **Photo Booth Level**, and choose **SYS_PortraitGeneration_A** and click save.

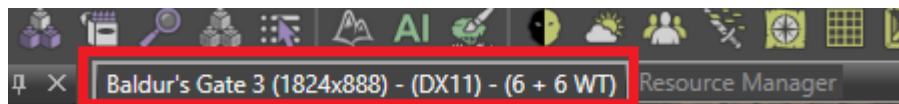


Now we are ready to generate a new portrait.

Select **File > Load Level** and choose **Basic_Level_A**.

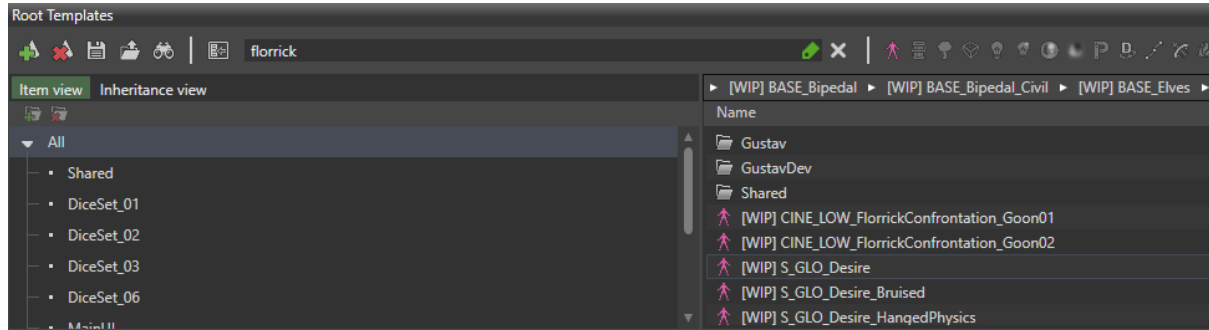


Don't forget to select the level editor window.



To generate a portrait for any character, we need to drag their **root template** from the **Root Templates** window.

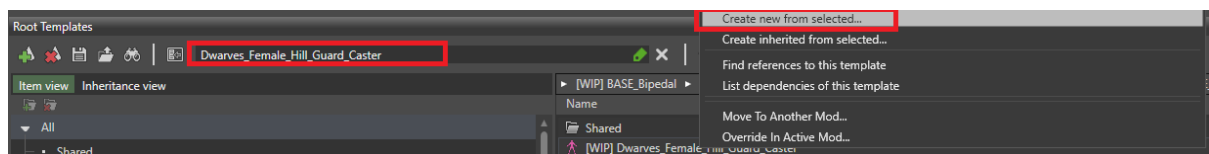
Unfortunately, most NPCs don't have a root template that can be found here. Some do, Counsellor Florrick (S_GLO_Desire) for example.



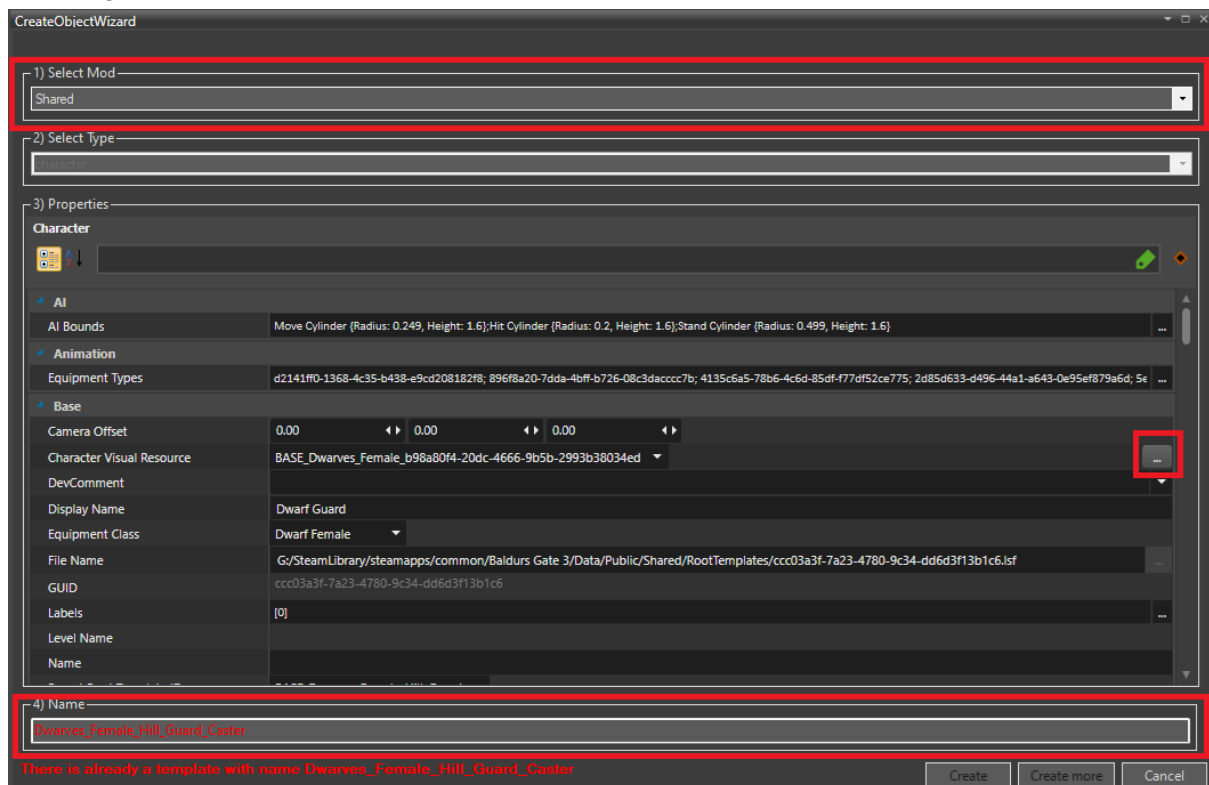
Hope is not there, so we will need to create a root template for her.

We can use the root template **Dwarves_Female_Hill_Guard_Caster** (Hope's parent root template that we wrote down earlier) for this.

Search for **Dwarves_Female_Hill_Guard_Caster**, right-click on it and select **Create new from selected**



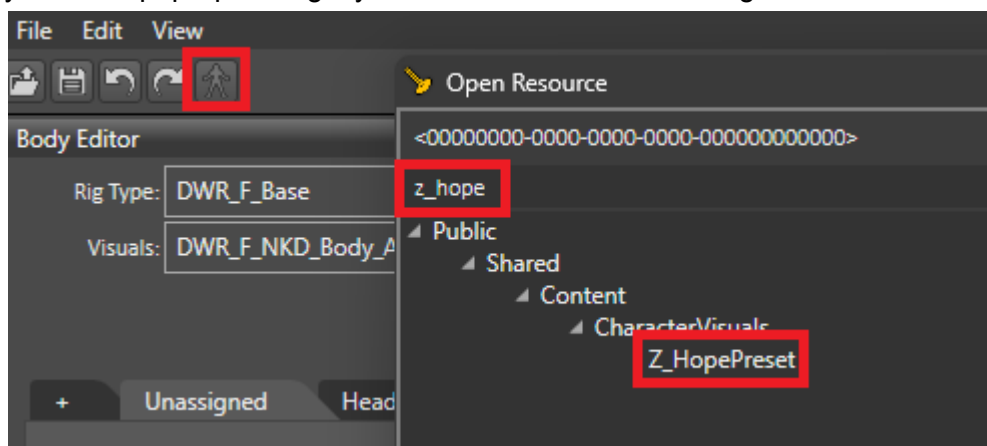
We are now presented with the **Create Object Wizard** window. We need to fill out the following fields: **Select Mod**, **Character Visual Resource** and **Name**



For **Select Mod**, select the name of the current mod.

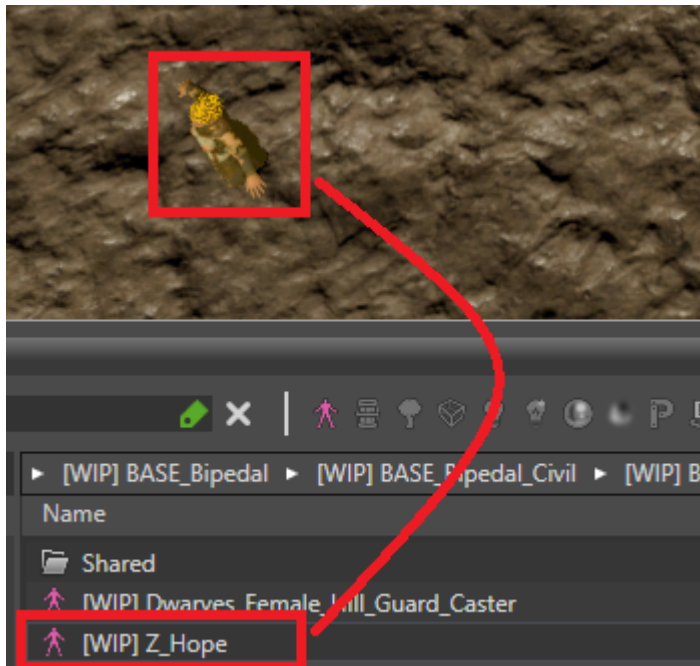
For **Character Visual Resource**, click on the ellipsis icon (...) and it'll open the familiar character editor window. You will notice that the character is blank, with no clothes or hair. We will use the preset we saved earlier to re-create Hope.

Select **Load Preset** (the human figure icon), then search for the preset we made earlier. Say yes to the pop-up asking if you want to remove all existing visuals. Save and close the editor.



The last thing we need to do in the wizard is choose a name for the root template (Z_Hope in this example), then click **create**.

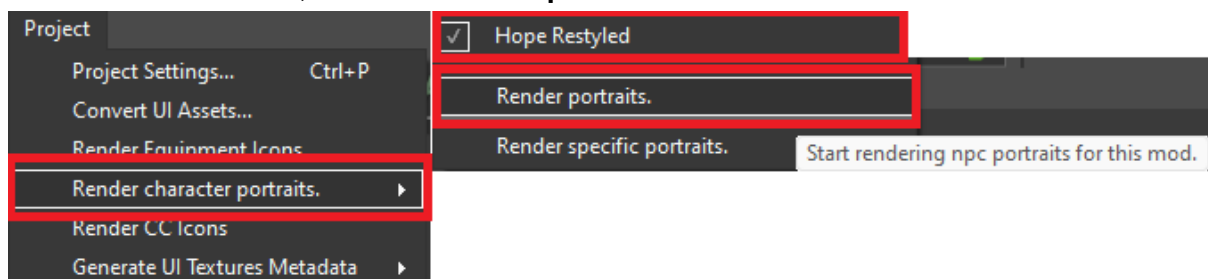
Search for your new root template, left-click on it and drag the character into the level editor window. Left-click again to drop them in.



Once our character is standing in the level, we can go ahead and take their photo.

Select **Project > Render character portraits**

Select the current mod, and then **Render portraits**.



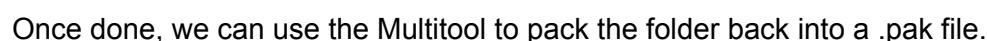
You will be asked if you want to load the booth level, say yes.

Once it's done, it'll leave you in the booth level. Load Basic_Level_A again if you want to test if the new portrait is working.

Click on the Switch Game/Editor icon (a controller) and the level will switch to game mode.



You can then right-click on your character, select examine and if everything is working correctly the new portrait will display. If the icon is blank, you will need to reload the editor for it to update and display.



And we're all done.